

Don't be shy—call us up! Ask questions, tell us who you are
or just get onto our mailing list. (415) 940-6044/5.

ACTIVISION.

P.O. Box 7286, Mountain View, CA 94039

© 1982, 1984 ACTIVISION, INC. Made in U.S.A. D-002-03

Commodore 64™ is a trademark of Commodore Business Machines, Inc.

PITFALL

HARRY'S

GUIDE TO

JUNGLE

JOURNEYS

ACTIVISION.

COMMODORE 64™ SERIES

Guide Pitfall Harry™ through a treacherous jungle maze. He must leap over obstacles and dodge deadly dangers while grabbing all the treasure he can reach!

GETTING UNDERWAY

1. If you are using a cartridge, insert it into your game system with the power OFF. Then, turn power ON (Now skip to #3).
2. If you are using a disc, follow these loading instructions:
 - Turn the computer ON. Turn the disc drive ON.
 - Put disc in, label-side up, slot in first.
 - Close the disc drive door.
 - Type: Load "", 8, 1
 - Then press **RETURN**. After a minute or so, the title screen will appear and you'll be ready to begin.
3. To begin a new game when the current one is over, press **F1**.
4. To begin a new game hold **RUN-STOP**, then press **RESTORE**.
5. Pause the action whenever you like by pressing the **RUN-STOP** key. The screen will go black. To resume the game, press the same key again.
6. **Use of Joystick Controller:**
 - To run right or left, lean Joystick in that direction.
 - To jump over obstacles, press the red button on your controller.
 - To climb up ladders, push the Joystick forward; to descend, pull back.
 - To grab a swinging vine, press the red button while running toward a vine.
 - To release the vine, pull the Joystick toward you.
 - To jump from croc to croc across the swamp, press the red button.
 - To pick up a treasure, run by it.

7. Turn power OFF before removing cartridge. Disc users: Remove disc first, then turn power off. NEVER REMOVE A DISC WHEN THE DRIVE'S RED LIGHT IS ON.

8. **Scoring.** You start each adventure with 2000 points. If you fall down a hole you will lose 100 points. Rolling logs also cause point loss; how much depends on how long contact is made with them.

Finding treasure earns you points. There are eight of each type of treasure in the game, 32 in all, worth a total of 112,000 points. Collect them all without losing any points for falling down holes or tripping on logs and you'll have earned a perfect score — 114,000!

MONEY BAG
2000 points



SILVER BAR
3000 points



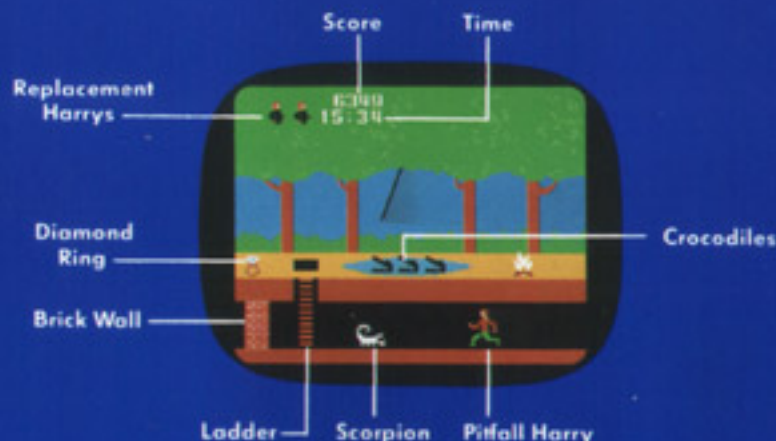
GOLD BAR
4000 points



DIAMOND RING
5000 points



9. **Time.** You have 20 minutes to complete each adventure. Pitfall Harry™ begins each game with three lives (see "Perils of Pitfall!"). Game ends when time runs out or Harry loses all three lives.



THE PERILS OF PITFALL!

Pitfall Harry's Jungle Adventure™ involves great danger. Some hazards slow him down, robbing you of points; others stop him cold. The "inconvenient" hazards are open holes in the ground and rolling logs (see "Scoring"). The "catastrophic" hazards include scorpions, fires, cobras, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, but they will cost Harry one of his three lives.

JOIN "PITFALL HARRY'S EXPLORERS' CLUB"

Score 20,000 points or more on any one of your adventures with Harry and you will be eligible to join this prestigious organization. Just send us a picture of your TV screen showing your score and we'll present you with the special "Explorers' Club" membership emblem shown below.



A FEW WORDS ABOUT JUNGLE EXPLORERS

Pitfall Harry™ aside, perhaps the best-known jungle explorer was David Livingstone, a Scottish medical missionary who spent many years in Africa.

In 1868, Livingstone lost contact with the outside world. Henry M. Stanley, a journalist who wrote for newspapers in New York and London, mounted an expedition to locate Livingstone. In 1871, after a difficult and exhausting search which often seemed destined to fail, Stanley located the missing missionary. He approached him and uttered the now-classic line, "Dr. Livingstone, I presume."

Livingstone and Stanley were only two of the Europeans who explored the vast continent of Africa, and they were latecomers. The earliest written histories tell us that ancient Egyptians were exploring Africa thousands of years ago!

HOW TO PURSUE YOUR FORTUNE WITH PITFALL HARRY™

Tips from David Crane, designer of Pitfall!

David Crane is an award-winning Senior Designer at Activision. He also designed The Activision Decathlon, for the Atari® Video Computer System.

"As you set off on your first adventure with Harry, you'll notice two important features: The logs always roll from right to left, and the "replacement" Harrys (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped, and the catastrophic hazards to be re-tried, simply run to the left.

"Pitfall Harry's trip must be made through a maze of surface and underground passages through the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all the treasures is the only way to insure success time after time.

"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the jaws to open and close again before jumping to the next one. Soon, you'll be skipping across crocs like they were stepping stones in a stream.

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."



David Crane

ACTIVISION® LIMITED WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Activision product that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any product discovered to be defective within the warranty period upon receipt of the product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Activision. Any implied warranties applicable to this product are limited to the thirty-day period described above. In no event will Activision be liable for any special, incidental or consequential damage resulting from possession, use or malfunction of this product.

Some states do not allow limitations on how long an implied warranty lasts and or the exclusion or limitation of incidental or consequential damages, so the above limitations and or exclusions or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Consumer Replacements

Consumer Relations

Activision, Inc.

2350 Bayshore Frontage Rd.
Mountain View, CA 94043

U.P.S. or registered mail is recommended for cartridge returns.